CS 240 – Data Structures and Data Management

Module 5: Other Dictionary Implementations - Enriched

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Based on lecture notes by many previous cs240 instructors

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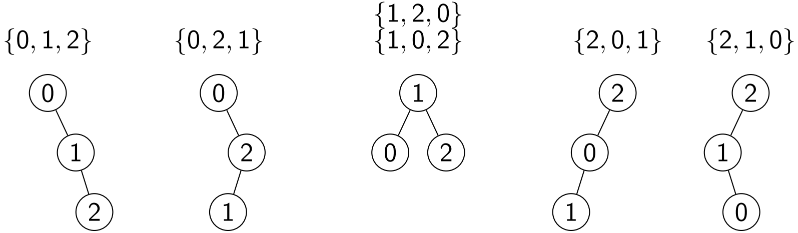
Outline

- Expected height of a BST
- Treaps
- Optimal static binary search trees
- MTF-heuristic in a BST
- Splay Trees

Expected height of BSTs

Assume we *randomly* choose a permutation of $\{0, \ldots, n-1\}$ and build a binary search tree in this order:



Theorem: The expected height of the binary search tree is $O(\log n)$.
Proof:

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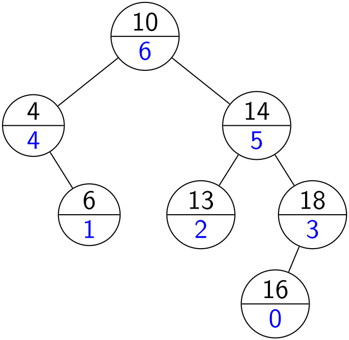
Treaps

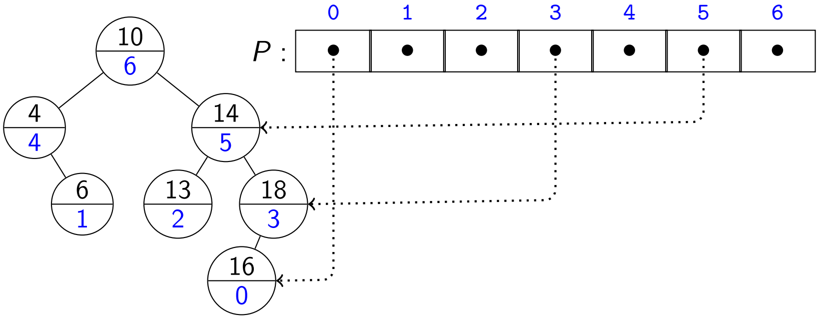
Goal: Build a binary search tree that acts as if it had been build in randomly picked insertion order.

Idea: Use binary search tree, but store a priority with each node.

- Priorities are a permutation of $\{0, \ldots, n-1\}$.
- Permutation has been picked *randomly*
- All permutations should be equally likely.
- Priorities are *decreasing* when going downwards (similar to a heap).



Treaps



- We will also need an array P where $P[i]$ stores node with priority i.
- We call this a **treap** (= tree + heap).

Theorem: The expected height of a treap is $O(\log n)$.
Proof: Root-item has priority $n-1$. This is picked randomly, so proof for expected height of BST applies.

Treap Insertion

Consider adding a new KVP. What priority should it get?

- We need a random permutation of $\{0, \ldots, n-1\}$
  - Currently we had a random permutation of $\{0, \ldots, n-2\}$.
- Recall *shuffle* from long ago:

```
shuffle(A)
A: array of size n stores ⟨0, ...n−1⟩
    for i ← 1 to n − 1 do
        swap( A[i], A[random(i + 1)] )
```

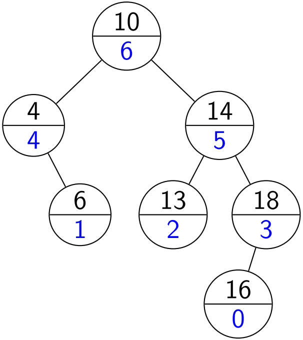
- In ith round,
  - have random permutation of $\{0, \ldots, i-1\}$
  - build random permutation of $\{0, \ldots, i\}$ in $O(1)$ time
  - key insight: swap with randomly chosen item

We can do the same by *randomly* picking priority p for new item.

- The item that had priority p previously now has priority $n-1$.
- If this violates the heap-property, then rotate to fix it.

Treap Insertions Example

Example: *treap::insert*(17)
Randomly pick priority $5 \in \{0, \ldots, 7\}$



Treap Insertion Code

We assume that the treap stores array where $P[i]$ = node with priority i.

treap::insert(k, v)
$n \leftarrow P.\mathit{size}$ // current size
$z \leftarrow \mathit{BST::insert}(k, v)$; $n{+}{+}$
$p \leftarrow \mathit{random}(n)$
if $p < n - 1$ **do**
  $z' \leftarrow P[p]$, $z'.\mathit{priority} \leftarrow n - 1, P[n-1] \leftarrow z'$
  fixUpWithRotations(z')
$z.\mathit{priority} \leftarrow p$; $P[p] \leftarrow z$
fixUpWithRotations(z)

treap::fixUpWithRotations(z)
while $(y \leftarrow z.\mathit{parent}$ is not `NIL` and $z.\mathit{priority} > y.\mathit{priority})$ **do**
  if z is the left child of y **do** *rotate-right*(y)
  else *rotate-left*(y)

Treaps summary

- Randomized binary search tree, so expected height is $O(\log n)$
- Achieves $O(\log n)$ expected time for *search* and *insert*
- *delete* can be handled similar (but even more exchanges)

- Large space overhead (parent-pointers, priorities, P)
- Not particularly efficient in practice
  (except when priorities have meaning $\rightsquigarrow$ later)
- There are ways to avoid some of the space overhead, but in general randomized binary search trees are rarely used.
- We will soon see a randomization that works better (but is not a binary search tree)

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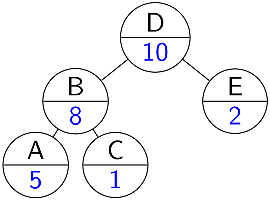
Optimal static binary search trees

- Can we find the optimal static order for a binary search tree?

k_i	A	B	C	D	E
$P(k_i)$	$\frac{5}{26}$	$\frac{8}{26}$	$\frac{1}{26}$	$\frac{10}{26}$	$\frac{2}{26}$



$1 \cdot \frac{10}{26} + 2 \cdot \frac{8}{26} + 2 \cdot \frac{2}{26} + 3 \cdot \frac{5}{26} + 3 \cdot \frac{1}{26} = \frac{48}{26}$

- Access-cost is now $\sum_k P(k) \cdot (1 + \text{depth of } k)$

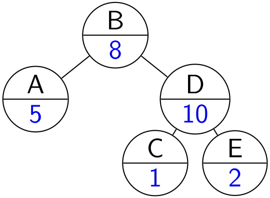
  since we use $(1 + \text{depth of } k)$ comparisons to search for key k.

- Natural greedy-algorithm:
  - Put item with highest access-probability at the root.
  - Split keys into left/right as dictated by the order-property.
  - Recurse in the subtree.

Optimal static binary search trees

The greedy-algorithm does *not* give the optimum!

k_i	A	B	C	D	E
$P(k_i)$	$\frac{5}{26}$	$\frac{8}{26}$	$\frac{1}{26}$	$\frac{10}{26}$	$\frac{2}{26}$



$$1 \cdot \frac{8}{26} + 2 \cdot \frac{5}{26} + 2 \cdot \frac{10}{26} + 3 \cdot \frac{1}{26} + 3 \cdot \frac{2}{26} = \frac{47}{26}$$

- To find the optimum, use "dynamic programming":
  - Effectively try *all* possible binary search trees
  - This would take exponential time if done in a straightfoward way.
  - Key idea: We can store and re-use solutions of subproblems to achieve polynomial run-time
- Many more details in cs341 (though not perhaps for this problem)

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MTF-heuristic for binary search trees

What does 'move-to-front' mean in a binary search tree?

- Front = the place that is easiest to access
- In a binary search tree, that's the root.

$\Rightarrow$ After every access, bring item to the root of BST

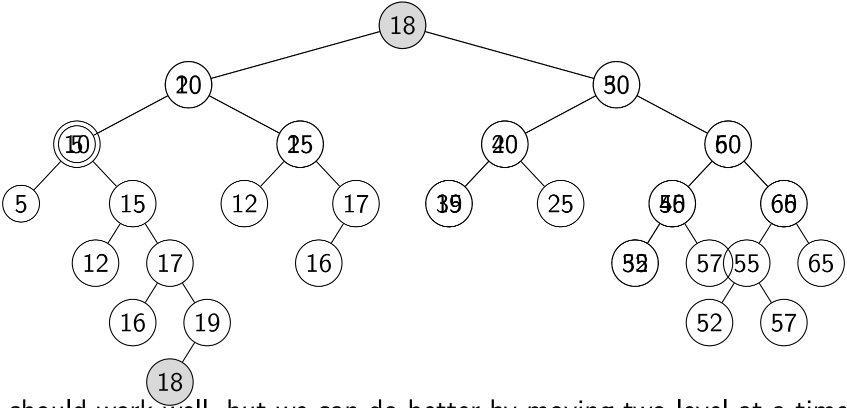
- But: order-property must be maintained!

$\Rightarrow$ Use *rotations*!

(This should remind you of treaps.)

MTF-heuristic for binary search trees

Example: *BST-MTF::search*(18)



This should work well, but we can do better by moving two level at a time.

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Splay trees

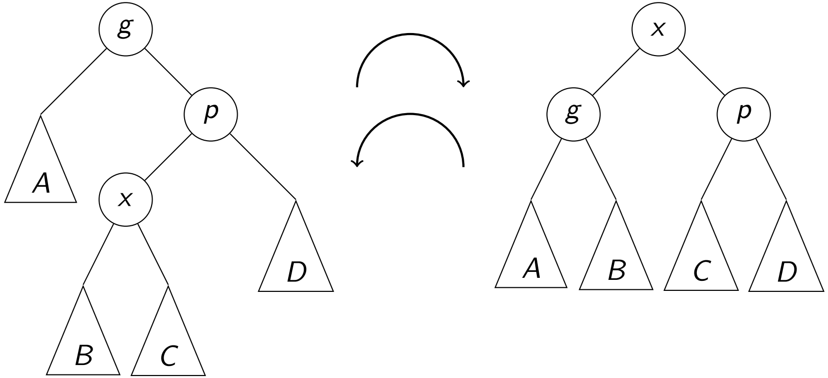
Splay tree overview:

- Binary search tree
- *No* extra information (such as height, balance, size) needed at nodes
- After search/insert, bring accessed node to the root with rotations
- Move node up two layers at a time (except when near root)
  - Use **zig-zig-rotation** or **zig-zag-rotation** to move up two levels.

Goal: This has amortized run-time $O(\log n)$.

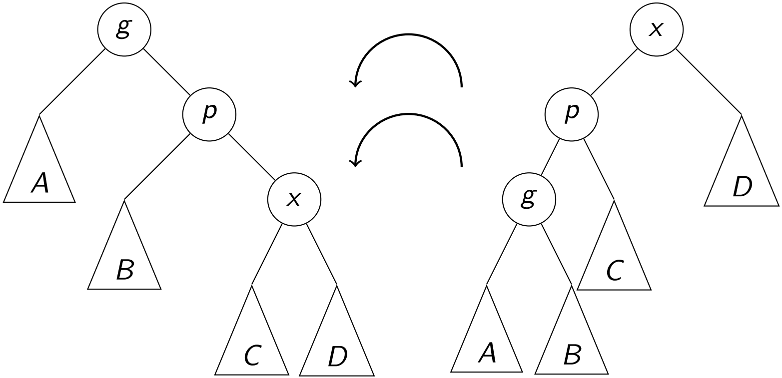
Zig-zag Rotation = Double Rotation

- Let x be the node that we want to move up.
- Let p and g be its parent and grandparent.
- If they are in zig-zag formation, apply a double-rotation.



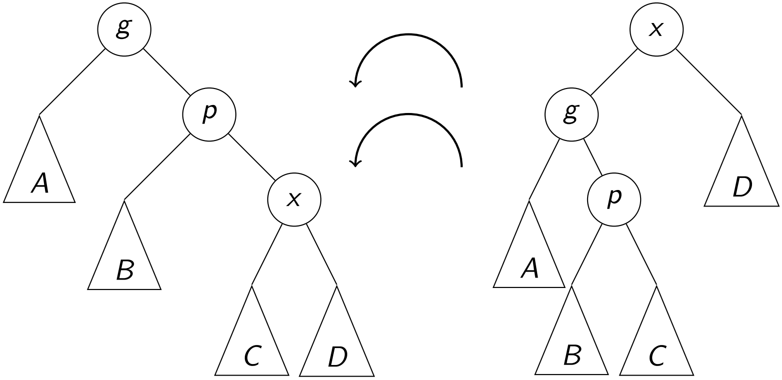
Zig-zig Rotation

- If they are in zig-zig formation, apply a new kind of rotation.



First, a left rotation at g. Second, a left rotation at p.

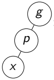
Compare to doing two single rotations

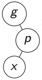


- Both operations bring x two levels higher.
- But using the zig-zig rotation allows to do amortized analysis.

Splay Tree Operations

SplayTree::insert(k, v)

$x \leftarrow$ *BST::insert*(k, v)
while (x is not the root)
    $p \leftarrow x.parent$
    if (x is the left child of p)
        if (p is the root)
            rotate-right(p)
        else $g \leftarrow p.parent$
        case
            

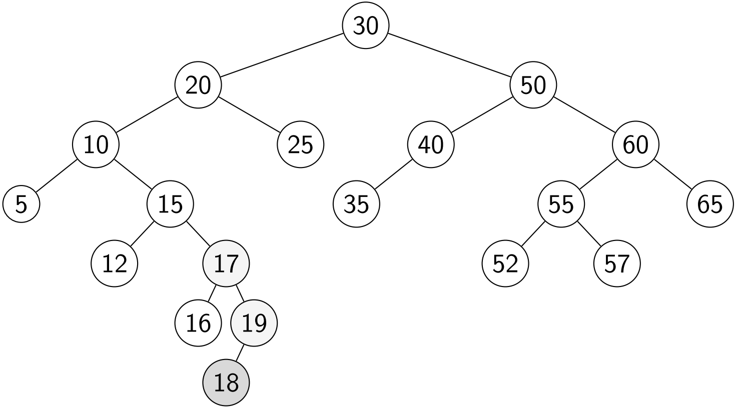
            : ; // Zig-zig rotation
              rotate-right(g)
              rotate-right(p)
            

            : : // Zig-zag rotation
              rotate-right(p)
              rotate-left(g)
    else ... // symmetric case, x is right child

search is exactly the same, except use *BST::search*.

Splay Tree Insert

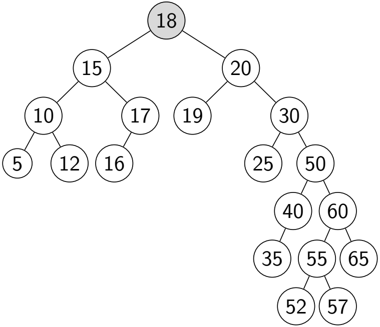
Example: *SplayTree::search*(18)



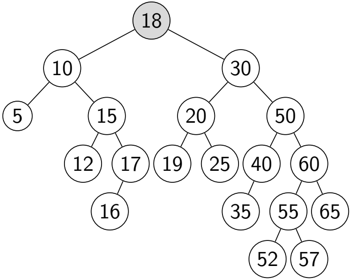
Zig-zig rotations vs. single rotations

Compare the resulting trees:

With zig-zig rotations:



With single rotations:

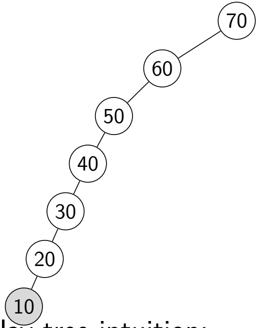


This is *not* more balanced, why do we apply zig-zig-rotations?

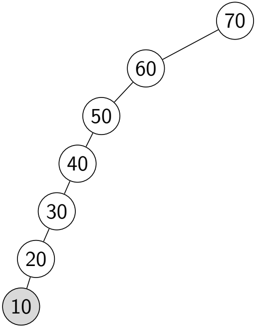
Zig-zig rotations vs. single rotations

Compare the result for a different initial tree:

With zig-zig rotations:



With single rotations:



Splay tree intuition:

- For any node on search-path, the depth (roughly) halves
- For all nodes, the depth increases by at most 2

Splay tree summary

Theorem: In a splay tree, all operations take $O(\log n)$ amortized time.
(The formal proof does not follow the intuition and uses a potential function.)

In summary:

- Needs *no* extra information (such as height or size) needed at nodes
- Our pseudo-code assumed parent-references; this can be avoided by temporarily storing search-path.
- According to experiments this is the most efficient binary search tree.